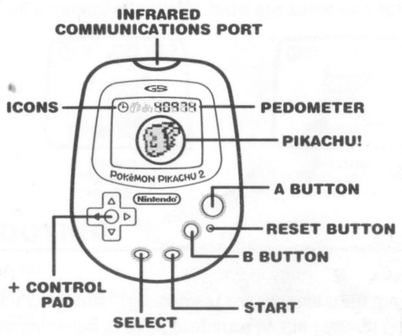
THE FRONT



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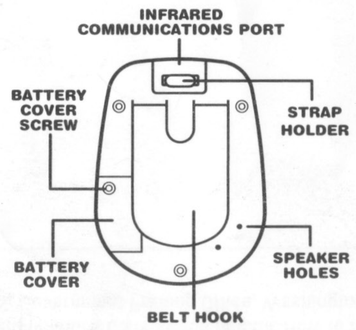


BUTTON	FUNCTION
A BUTTON	Make Selection
B BUTTON	Cancel Selection
START	Options Screen
SELECT	Friend Status Screen
RESET	Reset to Default Settings (Press carefully using a pointed object)
+ CONTROL PAD	↑ or ↓ Select Item/Change Numbers or Notes ← or → Select an Icon

INSTRUCTIONS

GETTING STARTED

Wake Up Sleepy Head!
Please remove the clear protective cover from the screen and pull the battery tab out of the right side of your Pokémon Pikachu 2 GS to wake it up. The Color Setting Screen will automatically appear. If the Color Setting Screen does not appear, press the Reset Button. (Instructions for adjusting the color setting are listed below.) Next, the Time Setting Screen will appear. After you complete the steps below for setting the time, Pikachu will appear.

The Battery Saving Feature
Pokémon Pikachu 2 GS has a feature that saves your battery. If you don't use it for a while, your Pokémon Pikachu 2 will shut down to conserve its battery power. Press the A Button while in the battery-save mode to make Pikachu reappear.

PIKACHU WANTS TO PLAY!

Starting the Day with Pikachu
Attach your Pokémon Pikachu 2 to your belt using the belt hook and start walking!

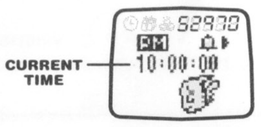
Get Active to Earn Watts!
As long as you wear your Pokémon Pikachu 2 GS, the number of steps you take each day will be counted and displayed in the top-right corner of the screen. Pikachu will also count your movements when you run, jump or skip. Your actions are then converted into electronic Watts. The more active you are, the more Watts you earn! Give Watts to Pikachu as a gift or use them to play the Mini-Game. You can also transfer your Watts to a friend's Pokémon Pikachu 2 GS or to Pokémon Gold or Silver for Game Boy®! Just remember, the more Watts you give Pikachu, the happier it will be!

GAME SCREEN

THE GAME SCREENS!

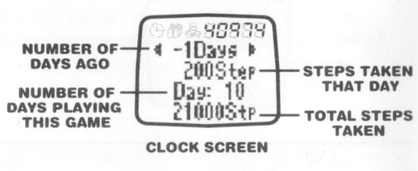
Select one of the icons in the top-left corner of the Game Screen by pressing ← or → on the + Control Pad. Press the A Button to confirm your selection.

The Clock Screen
Check the time or how far you've walked.
- Choose the Clock icon and press the A Button to display the time.
- Press ← or → to see how many steps you took in each of the last seven days and the total number of steps recorded by your Pokémon Pikachu 2. Press the A Button to view the cursor.



CLOCK SCREEN

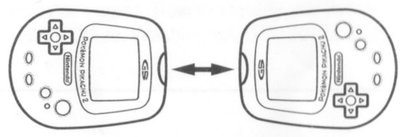
The Present Screen
It's better to give than to receive. Keep Pikachu happy by giving it presents!
- Choose the Present icon and press the A Button.
- The following options will appear:
  Give.....Give Pikachu Watts for a present!
  Send.....Send Watts to a friend's Pokémon Pikachu 2 GS or to Pokémon Gold or Silver for Game Boy. (See below.)
  Receive...Receive Watts from a friend's Pokémon Pikachu 2 GS. (See below.)
  Choose Give and press the A Button.
  (Note: Pokémon Gold and Silver cannot send data to Pokémon Pikachu 2 GS.)
- After you press the A Button, your current Watt total will be displayed. Press ↑ and ↓ on the + Control Pad to select the number of Watts you want to give, then press the A Button.
- Confirm your present to Pikachu by pressing the A Button when "OK?" appears on screen. Press the B Button to cancel.



CLOCK SCREEN

PRESENT SCREEN

Sending Presents
- To send a Present to another Pokémon Pikachu 2 GS or to Pokémon Gold or Silver for Game Boy, choose the Present icon, press the A Button, then choose Send. Confirm your selection by pressing the A Button.
- Use the + Control Pad to select the number of Watts you want to send and press the A Button to confirm. (To send your original alarm melody, select 0 Watts and press the A Button. See below for more information about the alarm melody.)
- Align the Infrared Communications Ports as pictured at right and press the A Button when you are ready to send your data.


ALIGNING INFRARED PORTS

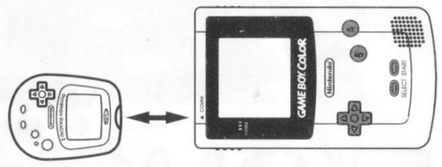
Receiving Presents
- To receive a Present from another Pokémon Pikachu 2 GS, choose the Present icon, press the A Button, then choose Receive. Confirm your selection by pressing the A Button again. Next, align the Infrared Communications Ports and press the A Button when ready.

Receiving Watts is always nice, but something nice might happen to people who give Watts, too!

PRESENT SCREEN

Sending Watts to Pokémon Gold and Silver
(Note: You can only send Watts from your Pokemon Pikachu 2 GS to Pokemon Gold or Silver by using a Game Boy Color system. You cannot send Watts to a Game Boy or Game Boy pocket system.)

Sending Watts
- Choose Send, select the number of Watts you want to send, then press the A Button.
- Align the Infrared Communications Ports as pictured on the right, then press the A Button to send your Watts.


ALIGNING INFRARED PORTS

Receiving Watts (Pokémon Gold and Silver)
On the Menu Screen, choose "Mystery Gift" and press the A Button.
(Note: You will not be able to access "Mystery Gift" the first time you play Pokémon Gold and Silver. In order to access it, you will first have to play to a certain point in the game. For details, please refer to the Pokémon Gold or Silver Instruction Booklet.)
Once you are ready to transmit data, align the Infrared Communications Ports and press the A Button. The Pokémon Gold or Silver Game Pak receiving the Watts will then gain access to different items. Send Watts to all your friends' Gold and Silver Game Paks!

The Mini-Game Screen
Do you feel lucky?
- Select the Coins icon and press the A Button to display the Mini-Game Screen.
- Press the A Button again to play the Mini-Game. (Each play costs 5 Watts.)
- Pikachu will show you one of two cards. Press ↑ on the + Control Pad if you think the second card will be higher than the first. Press ↓ if you think it will be lower. The Ace (A) is the highest card, followed by King (K), Queen (Q), Jack (J), 10, 9, 8...all the way down to 2, the lowest card.
- If you win, you can press the A Button to keep playing or press the B Button to add the Watts you won to your total. If you keep playing and keep winning, you can win more and more Watts. If you lose at any point before collecting your Watts, you lose all the Watts you won up to that point. How much are you willing to risk?

MINI-GAME SCREEN

Friendship Status Screen
- Press Select to view the Friendship Status Screen.

This screen, shown on the right, shows how well you and Pikachu are getting along.
- Press the B Button to exit the Friendship Status Screen.

FRIENDSHIP STATUS SCREEN

SETTINGS SCREEN

Press START to view the Settings Screen. This screen, shown on the right, allows you to change the settings of your Pokémon Pikachu 2 GS. Press ↑ or ↓ on the + Control Pad to move the cursor to the setting you'd like to change, then press the A Button.

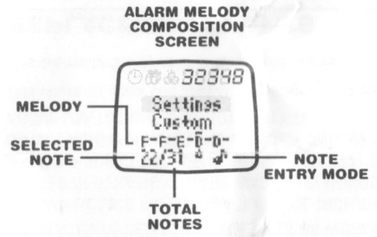
Sound
- The sound can be set to ON or OFF by moving the cursor to the chosen setting and pressing the A Button.

SETTINGS SCREEN

Clock
Need to get up for school? Set the time and alarm!
- Select Clock, then press the A Button to set the time or the alarm. You can also create your own alarm melodies.
- To set the time, choose Time and press the A Button. Press ↑ or ↓ on the + Control Pad to change the hour, then press the A Button to set it. Follow the same steps to set the minutes. When "OK?" appears, press the A Button to confirm or the B Button to cancel.
- To set the Alarm, press START. Use the + Control Pad to select Clock and press the A Button. Next, choose Alarm and press the A Button again.
- Press ↑ or ↓ to turn the alarm ON or OFF.
- Turn the alarm ON to set the alarm time.
- To set the alarm, follow the steps above for setting the time.
- Next, use the + Control Pad to either choose the basic alarm melody (A) or to create an original alarm melody (Original), then press the A Button to confirm.
- See the information below to learn how to create your own original melody!

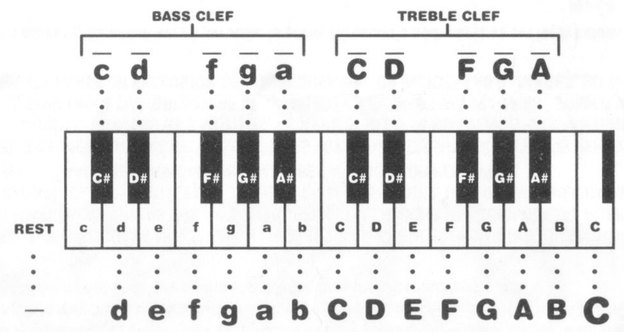
TIME SET SCREEN

Composing Original Melodies
Your original melodies can contain up to 64 notes and rests. You can even send your original melodies to a friend's Pokémon Pikachu 2 GS!



CONTROLS

+ CONTROL PAD	← or → Move Cursor ↑ or ↓ Enter Note
A BUTTON	Access Entry Mode; Select Note
B BUTTON	Delete Note; Cancel Entry Mode
START	Finish Composing
SELECT	Replay Melody



Sample Melody
Try this sample melody from the PokéRap. Be sure to include all the notes and rests.
b-D-D-E-bggeg--F-F-E-D-D--G-E-G

Color
- After choosing Color and pressing the A Button, adjust the color setting by pressing ← and → on the + Control Pad. Press the A Button to confirm the setting.

COLOR ADJUSTMENT SCREEN

(Continued on other side...)

(Instructions continued...)

WHEN YOU'RE ON THE GO, SO IS PIKACHU!

Watch Pikachu perform a variety of actions. Here are some examples:

Running...
Pikachu runs around when it's full of energy.

Eating...
Pikachu loves snack time!

Surfing...
Is Pikachu training for the pro circuit?

TROUBLESHOOTING

What should I do when...

- ...the screen is blank or hard to see?
  - Is the color set properly?
  - Does the battery need to be replaced?
- ...I can't communicate via infrared with another Pokémon Pikachu 2 GS or Pokémon Gold or Silver for Game Boy?
  - Are the Infrared Communications Ports aligned properly?
  - Are you trying to communicate via infrared in direct sunlight or in a very bright place?
  - Are you following the proper instructions?
  - Are you using a Game Boy Color system? (Only when trying to communicate with Pokémon Gold or Silver.)
  - Does the battery need to be replaced?
- ...I can't hear any sound?
  - Is the sound setting ON?

If you still have problems after trying all of the suggestions listed above, press the Reset Button.

ABOUT THE RESET BUTTON

When you press the Reset Button, you may see a screen like the one on the right. If you choose "New Game," all of your saved data will be erased. If you choose Continue, you can continue to play with your old data, but some data will be reset:

- Data that will remain: Total steps taken, number of days, number of Watts and friend status.
- Data that will be reset: Steps taken that day, time, original melody and color setting.

REST SCREEN

REPLACING THE BATTERY

Please replace the battery when the screen display becomes dim.

- Loosen the black Phillips-head screw, and remove the battery cover and battery.
- Insert a new lithium battery (CR2032) with the + side facing up.
- Replace the cover and screw.

Note: When the battery dies, Pokémon Pikachu 2 GS's saved data is lost.

WARNINGS AND PRECAUTIONS!

REPETITIVE STRAIN WARNING

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury. If your hands, wrist or arms have been injured or strained in other activities, use of your Pokémon Pikachu 2 GS could aggravate the condition. Before playing, consult a doctor.

BATTERY PRECAUTIONS / WARNING

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERY TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR POKÉMON PIKACHU 2 GS. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. Only replace the battery with another battery of the same type (CR2032).
2. When replacing the battery, keep the battery cover, screw and battery away from small children. If swallowed, immediately see a doctor and call Poison Control.
3. Do not put the battery in backwards (positive (+) and negative (-) ends must face the proper direction).
4. Do not leave a used battery in the Pokémon Pikachu 2 GS. When the battery is losing its charge, the game sounds may become weak and the display screen will dim. When this happens, promptly replace the battery with a new one.
5. Do not leave the battery in the Pokémon Pikachu 2 GS for long periods of non-use.
6. Do not dispose of the battery in a fire or expose to water.

HARDWARE PRECAUTIONS / MAINTENANCE

1. Do not disassemble or try to repair the Pokémon Pikachu 2 GS. Doing so voids your warranty.
2. Do not store the Pokémon Pikachu 2 GS in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.
3. Do not drop, hit or otherwise abuse the Pokémon Pikachu 2 GS.
4. Do not expose the Pokémon Pikachu 2 GS to extreme heat or cold. The liquid crystal display (LCD) may become slower or may not work when the temperature is low.The LCD will deteriorate at a high temperature. Take care not to expose the Pokémon Pikachu 2 GS to direct sunlight for extended periods of time.
5. The LCD may be damaged by sharp objects or pressure. Take great care to protect the display from scratches or stains.
6. Do not spill liquids on the Pokémon Pikachu 2 GS. To clean, use a soft slightly damp cloth. Allow the Pokémon Pikachu 2 GS to dry completely before using again. **(Do not clean with alcohol, paint thinner, benzene or any other solvent. Use water only.)**
7. For the best game image, look directly at the Pokémon Pikachu 2 GS display from the front and operate only in a good light.

FCC INFORMATION

COMPLIANCE WITH FCC REGULATIONS

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This product generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause harmful interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Move the Pokémon Pikachu 2 GS away from the receiver
- Consult the dealer, an experienced radio/TV technician or a NINTENDO AUTHORIZED REPAIR CENTER℠ for help or suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth below.

This warranty is only valid in the United States. REV-L-P

REPLACEMENT PARTS

To order a replacement battery cover, battery, screw or other Nintendo parts, please call the Consumer Assistance Hotline at 1-800-255-3700.

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1-800-255-3700

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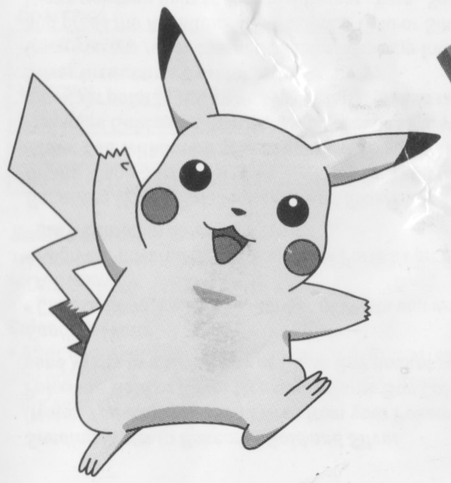

Pokémon PIKACHU 2™ GS